

## **SHOWCASE POOL PLAY PLAY RULES**

1. Time limit - All games will have a Drop Dead 1:15 time limit. At 1:15 the game is IMMEDIATELY over. No scores will be recorded for pool play. Remember game results are meaningless. So play to showcase your players.
2. All games are seven innings (7 innings) when time permits. If time is left on the clock, 7 innings has transpired and a winner declared, both teams can choose to continue playing until time expires. If the game is tied at after 7 innings with time left, go to International tiebreaker until time expires.
3. The clock begins immediately after the pre-game conference ends.
4. Standard USSSA mercy rules are in effect for all games (12 after 3; 10 after 4; 8 after 5). However, if both managers wish to continue playing until time expires please do so. The point is to showcase players.
5. In pool play, the winner of a coin toss prior to the start of a game will have a choice of being home or visitors.
6. No lineup cards are required.
7. Completely free substitution for any defensive player including the pitcher at any time is allowed
8. A courtesy runner for the pitcher or the catcher at any time by any player on the roster is allowed.
9. Bat as many players in your lineup as you wish (minimum is 9) but do not change the batting order. However, if a college coach requests to see a particular player hit, you may bat out of order. Please alert the opposing coach and home plate umpire of the situation. After the at-bat, resume the batting order.
10. Games may start with 8 players. No outs are recorded for the 9th player. Players may be borrowed from the opponent or other teams in the tournament to make a full team to complete the game. The idea is to play and showcase.
11. Even though sticky substances for pitchers such as Gorilla Gold are no longer allowed in USSSA tournament play we will allow it for the college showcase since it's allowed in the NCAA.
12. Coaches and rostered players are the only ones allowed to be in the dugout or bench area during the games. Bat boys/girls are not permitted unless they are a rostered player.
13. The tournament director reserves the right to change, shorten, modify, or alter games and/or schedule in order to conclude the tournament successfully.
14. USSSA rules and regulations will apply to the tournament.
15. Players in the game are prohibited from wearing jewelry such as rings, watches, earrings whether covered with tape or not, bracelets, necklaces (including cloth and string type), or other hard decorative items. Unadorned devices with no sharp edges or points, such as bobby pins, barrettes and hair clips, no longer than 2 inches, may be worn to control a player's hair are permitted. Medical alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body, so as to remain visible.
16. This is a non-protestable tournament. Rule disagreements will be settled at the time by the home plate umpire. Please don't argue. Remember the spirit of the tournament. College coaches don't want to spend their time watching arguments. If a player or coach is ejected they will be gone for the rest of the game and the next game. Make sure you players know this. They are there to be seen. Don't argue.
17. Game time is under the control of the umpires on the field.
18. All teams must report to the check-in person at least 1 hour before their first game. You will need the following: Proof of insurance and original signed USSSA roster.
19. All teams must have and be able to produce your official USSSA roster and birth certificates on demand.
20. Forfeits are to be avoided at all costs. If you are short a player (due to injury or other unforeseen circumstances) you are allowed to borrow a player from another team. Forfeits benefit neither team since the objective of the tournament is for the girls to be seen on the field by the college coaches.
21. Warm-up in the designated warm-up area only. During pre-game no infield will be taken on the field other than the edges of the infield by the outfield grass. Pitchers cannot use the game pitching circle to warm up.
22. In the event of rain, or acts of God, the tournament director reserves the right to reduce game times. Refunds will be given according to the following policy. If at least 2 games are played no refund is provided. If 1 game is played a 50% refund is given. If no games are played a 70% refund is given
23. Jewelry that is non-hanging or non-dangling stud type ear or nose piercings only may be worn. Players in the game are prohibited from wearing jewelry such as rings, watches, hanging or dangling earrings, bars or other piercing type jewelry whether covered with tape or not, bracelets, necklaces (including cloth and string type), or other hard decorative items. Unadorned devices with no sharp edges or points, such as bobby pins, barrettes and hair clips, no longer than 2 inches, may be worn to control a player's hair. Medical alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body, so as to remain visible. Coaches wristbands (play indicators) are legal but must be worn as designed. *Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game.*
24. We look forward to your participation. Remember to act appropriately and to keep it fun.

## **SHOWCASE ELIMINATION PLAY PLAY RULES**

1. Current USSSA rules and regulations will apply to the tournament unless modified by this document.
2. Tournament Format: Pool play to single elimination.
3. Game time limits.
  - In all age divisions, no new inning will start after 1 hour 15 minutes.
  - In semi-final games in all age divisions, no new inning will start after 1 hour 30 minutes.
  - In Championship games no time limit will be used. All games will be 7 innings except for 10U which is 6 innings.
  - For games with time limits, innings in progress after the time limit has expired, will be completed. A game can end in a tie in pool games.
  - In elimination and championship games, ties will be played out using the international tie breaker rules.
  - If a championship game is called due to weather or darkness or some other uncontrollable situation, and the game is tied the team with the higher seed shall be declared the winner.
  - Every effort will be made to complete every scheduled game within the time limit. In the event of rain delays, the Tournament Director reserves the right to reduce the time limits of all remaining games and/or change the format of the tournament to reach a conclusion and determine a champion.
4. The clock begins immediately after the pre-game conference ends. If the time limit is up and the home team is leading and at bat, then the game ends with whatever the score is at that point (ie, the final inning is not completed in this case – this is not the same as the drop dead rule).
5. Standard USSSA mercy rules in effect for all games (12 after 3; 10 after 4; 8 after 5).
6. A coin toss prior to the start of a game will have choice of being home or visitors..
7. Coaches and rostered players are the only ones allowed to be in the dugout or bench area during the games. Bat boys/girls are not permitted unless they are a rostered player.
8. The tournament director reserves the right to change, shorten, modify, or alter games and/or schedule in order to conclude the tournament successfully. (See rain out policy item #27).
9. Team and individual awards will be presented to the first and second place teams.
10. space we cannot police both the volume or the content and to avoid issues we do not allow them.
11. Jewelry that is non-hanging or non-dangling stud type ear or nose piercings only may be worn. Players in the game are prohibited from wearing jewelry such as rings, watches, hanging or dangling earrings, bars or other piercing type jewelry whether covered with tape or not, bracelets, necklaces (including cloth and string type), or other hard decorative items. Unadorned devices with no sharp edges or points, such as bobby pins, barrettes and hair clips, no longer than 2 inches, may be worn to control a player's hair. Medical alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body, so as to remain visible. Coaches wristbands (play indicators) are legal but must be worn as designed. *Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game.*
12. For pitchers no tacky or sticky substances (such as Gorilla Gold towels or rock rosin) may be used as a substitute for a powdered drying agent such as regular rosin bags which are legal.
13. This is a non-protetable tournament. Rule disagreements will be settled at the time by the home plate umpire. Please don't argue. Remember the spirit of the tournament. College coaches don't want to spend their time watching arguments. If a player or coach is ejected they will be gone for the rest of the game and the next game. Make sure you players know this. They are there to be seen. Don't argue.
14. Game time is under the control of the umpires on the field.
15. APs- Up to 2 APs (additional players) may be used unless you are doing roster batting than all the extra batters are considered APs. They must be on the lineup card and only hit. When using a traditional lineup (not roster batting) APs may be substituted for defensive players. The DP/Flex may also be used but still only 11 players max can hit.
16. Courtesy runners will be allowed for the catcher and pitcher at any time by a legal courtesy runner. If a team does not have a legal courtesy runner remaining they can use the Last Completed At-Bat as a courtesy runner subject to the same rules and restrictions as regular courtesy runners.
17. Roster batting may be used and must be declared prior to the start of the game. This means all players in the lineup will bat. The team must use roster batting for the full duration of the game. APs and DP/Flex can still be used.
18. All teams must report to the check-in person at least 1 hour before their first game. You will need the following: Proof of insurance and original signed USSSA roster. All teams must have and be able to produce your official USSSA roster and birth certificates on demand.
19. If an ineligible player participates at any time during the tournament, the player and team manager will be ejected from the remainder of the tournament and all games in which that player participated will be forfeited. Participation is defined as either actively playing in the game or appearing anywhere on the official lineup that's presented prior to the start of a game. Examples of ineligible players include, but are not limited to, playing on two teams in the same event, not being listed on the team roster that was presented prior to the tournament, violating the age requirement, playing under an assumed identity, use of a fraudulent birth certificate, not presenting a birth certificate when requested to do so, etc.

20. If a player, coach or fan is ejected from a game, they are ejected for the game in progress and the next game. Further they must be out of “earshot” or “eyeshot” of the game being played by their team. It is the tournament director’s discretion if further penalties such as ejection from the tournament are warranted.
21. Game time is forfeit time. However, the director’s discretion may be used if unique circumstances warrant. Forfeits will be entered as no score (0-0).
22. Teams must be prepared to play 30 or more minutes prior to the scheduled start time of a game, due to mercy games or up to 1 hour early due to weather issues. The tournament director will decide if games start early.
23. Warm-up in the designated warm-up area only. During pre-game no infield will be taken on the field other than the edges of the infield by the outfield grass. Pitchers cannot use the game pitching circle to warm up.
24. No game will begin without a correct scorecard. Each scorecard must have minimally the last name of each player, uniform number and position. First names only are not acceptable. The clock will start at the end of the homeplate meeting even if the start of play must wait for a proper scorecard.
25. The home team (official book) will report the scores to the homeplate umpire at the end of the game.
26. Tie breakers.
  - a. Elimination tiebreaker — international tiebreaker will be used after seven innings (6 innings 10U). A base runner will start at second base with no outs. The runner will be the batter who made the last out in the previous inning.